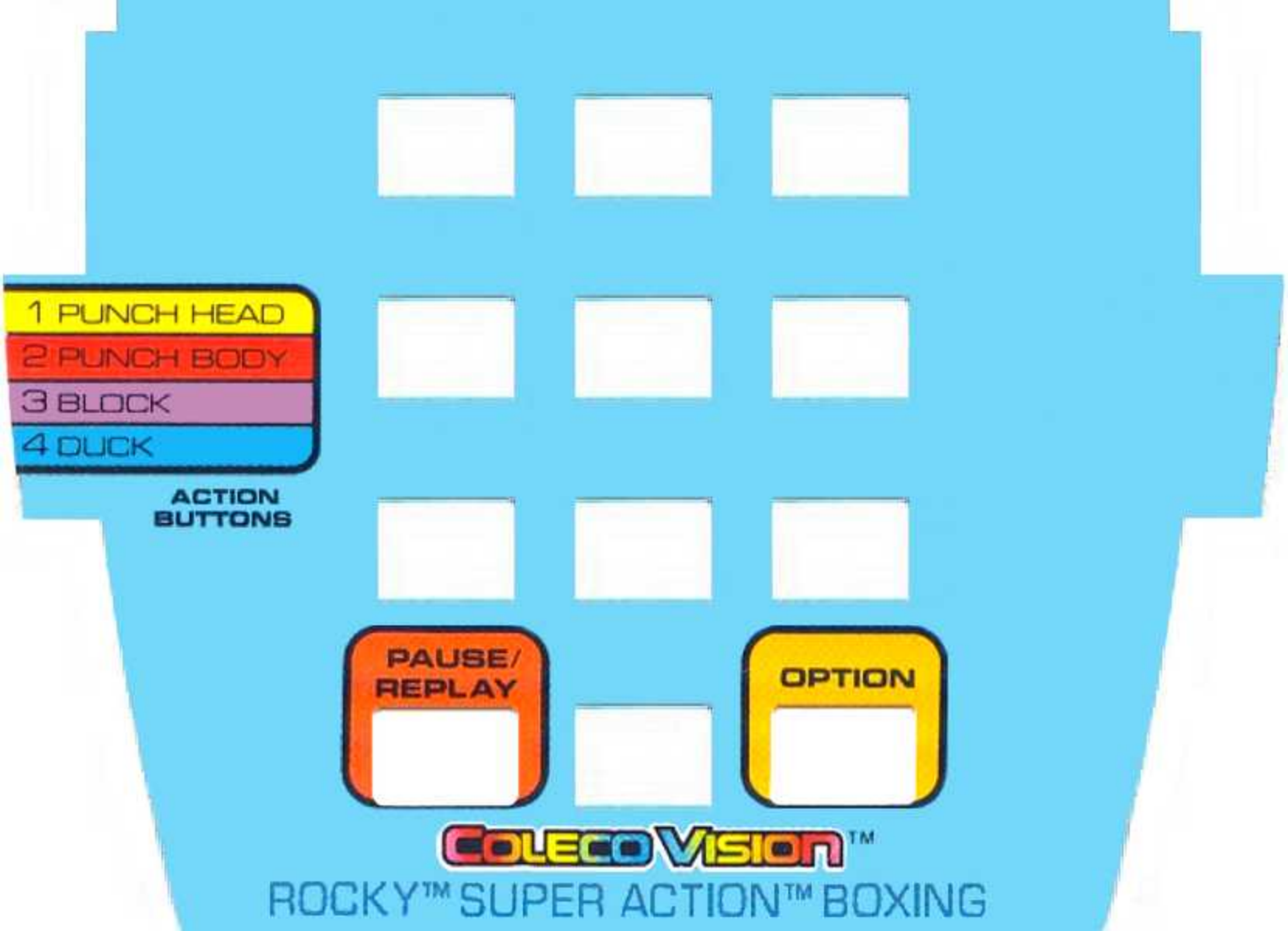

1 PUNCH HEAD
2 PUNCH BODY
3 BLOCK
4 DUCK
ACTION BUTTONS
PAUSE/ REPLAY
OPTION
COLECOVISION™
ROCKY™ SUPER ACTION™ BOXING

COLECOVISION™

Guide No. 91882A

CARTRIDGE INSTRUCTIONS

ROCKY™

SUPER ACTION™ BOXING

For Use With ColecoVision™ or the ADAM™ Family Computer System!

- **For one or two players**
- **Play against the computer or another player!**
- **Select from four skill levels**

For use with Coleco's SUPER ACTION™ CONTROLLERS

Whether you're the Italian Stallion or Clubber Lang, you're in the ring with the toughest opponent of your career! Put up your gloves, look for an opening, then land a punch. Bob and weave. Duck. Jab to the body. Quick maneuvering confuses your opponent. Direct hits earn you points as you wear your opponent down. Keep punching away until he falls to the canvas! Then get into your corner and watch the referee count him out. You're the new world champion!

COLECO

GETTING READY TO PLAY

ALWAYS MAKE SURE THE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Choose your challenge.

Press the Reset Button. The Title screen appears on your TV. Wait for the Game Option screen to appear. It contains a list of ten Game Options. Select a Game Option by pressing the corresponding Keypad Button on either controller keypad.

One-Player Games

In Game Options 1-4, you're Rocky. In Game Options 5-8, you're Clubber Lang. The computer plays your opponent — and it's tough! Use the controller that you used to select a game option.

Be alert. In one-player games, the better you perform in the ring, the better your computer-controlled opponent performs. Like all good boxers, he learns your fighting style as you fight.

Skill 1 (Game Options 1 and 5) is the easiest level, suitable for beginners. In one-player games, your computer opponent's reactions are slower than normal. The game lasts three rounds.

Skill 2 (Game Options 2 and 6) action is harder and your opponent reacts faster than in Skill 1. The game lasts five rounds.

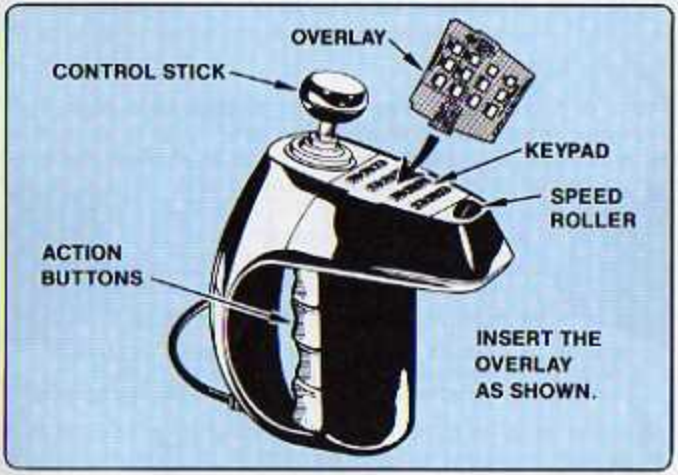
Skill 3 (Game Options 3 and 7) is as difficult as an arcade game might be. The game lasts ten rounds.

Skill 4 (Game Options 4 and 8) is the toughest challenge of all! The game lasts 15 rounds.

HEAD-TO-HEAD™ ROCKY (Two Players Together)
Press Game Option 9 to box against a friend. Rocky boxes for the player using the Port 1 controller. Clubber Lang boxes for the player using the Port 2 controller.

Demo!
Press Keypad Button 0 to see a demonstration of ROCKY™. Press # to stop the demo and return to the Game Option screen.

USING YOUR CONTROLS



1. **Control Stick:** Use the Control Stick to move your boxer up and down the ring or side to side.
2. **Keypad:** Keypad Buttons allow you to select a Game Option for playing ROCKY™. Press * after a game to replay your Game Option. Press # after a game to return to the Game Option screen to choose a different challenge.

3. **Action Buttons:** Check the overlay. Each Action Button has a specific function as listed and color-coded on the Keypad overlay.

Punches

Yellow..... Right punch to the head
Orange..... Right punch to the body

Defense

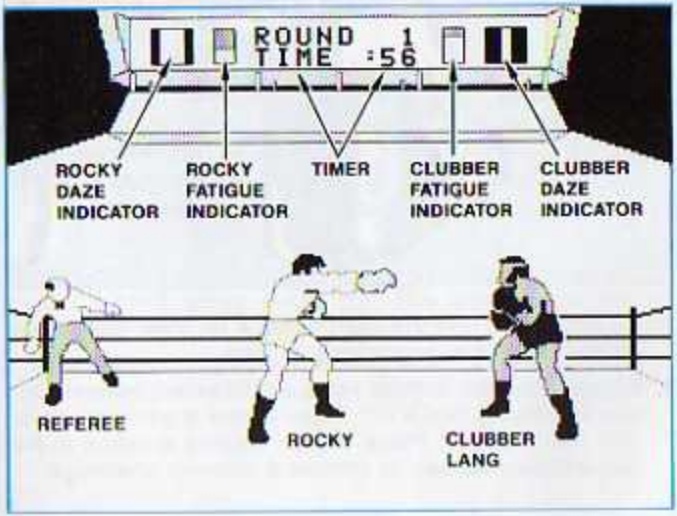
Purple..... Left hand guards head and body
Blue..... Boxer ducks to guard his head

The Speed Roller is not used in ROCKY™.

HERE'S HOW TO PLAY

Round One.

Rocky and Clubber appear in the ring, ready to spar. The bell rings. Press the Control Stick to direct your boxer to the center of the ring. Stay loose. Let your opponent come to



you. Then jab to the body. Break through to his jaw! You earn points for landing punches to the head and body, for breaking up your opponent's guard and for knocking your opponent down (see Scoring).

Defense!

Only a fool goes into the ring to get his head beaten off. Block those punches. Duck! When your opponent thinks he's got you in a corner, hit him with everything you've got. Whatever you do, keep the slugger guessing.

Clinch!

If the boxers get too close, Clubber and Rocky clinch. The referee breaks them up and you're back to boxing again.

Dazed and confused?

Punches to the head affect **daze** more than fatigue, but both factors are affected. Keep an eye on the Daze Indicator. The more black and less blue it shows, the more your boxer is confused. His reactions slow down. Watch out! The next punch he takes could put him on the canvas. Duck! Keep his guard up and move him around. If your opponent doesn't hit your boxer's head right away, he's got a good chance to recover.

Getting tired?

Punches to the body affect **fatigue** more than daze, but both factors are affected. Watch the Fatigue Indicator. The more red and less grey it shows, the more tired your boxer is. He moves more slowly. Wait till next round. He'll feel better!

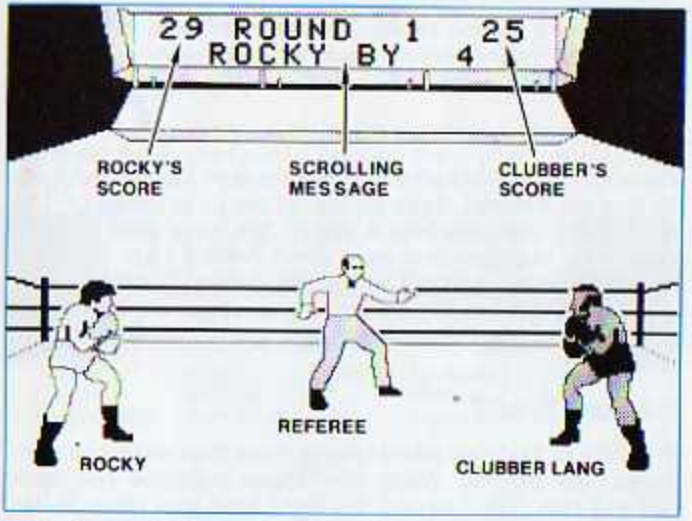
Some pointers.

If your fighter is dazed, protect his head. If he's tired, protect his body. But be careful: ducking doesn't protect against body punches.

During a round, your fighter recovers quickly from daze, more slowly from fatigue. After a knockdown of your opponent, your fighter recovers from daze even more rapidly. Between rounds, however, he recovers more quickly from fatigue than he does from daze. Keep alert!

Back to your corner.

Each round lasts one minute. Rocky and Clubber return to their corners at the end of the round. A scrolling message tells you who won the round and by how many points. Your running scores are displayed in the score area above the message.



Who's got the advantage?

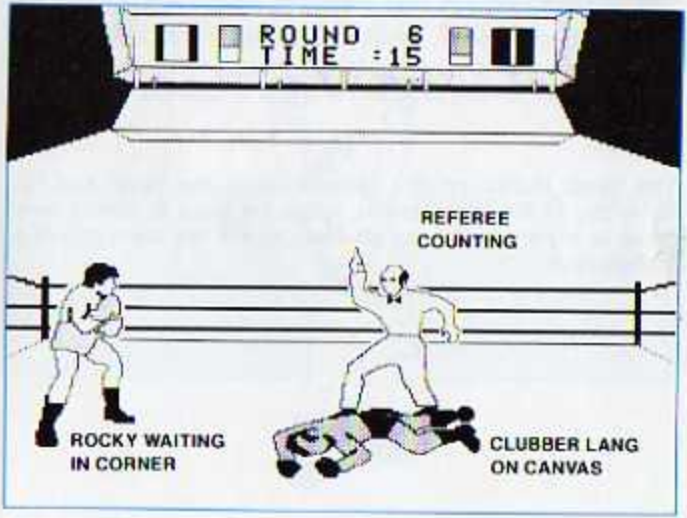
Push the Control Stick up and down. Your boxer can move up and down three "lanes" in the ring. Note that Rocky always fights on the left side of the ring, Clubber always on the right. Each fighter punches with his right, blocks with his left. Here's how to use a fighter's position to advantage:

1. If both boxers are in the same lane, blocks protect both the head and the body. A duck protects the head.
2. If one boxer is in the highest lane and one is in the lowest lane, no punches hit their target.
3. If Rocky is one lane **above** Clubber, a block does not protect either boxer. A duck does protect the head.
4. If Clubber is one lane above Rocky, no punches hit their target.

The best defensive position for Clubber is to be above Rocky. The best defensive position for Rocky is to be below Clubber. Keep your boxers moving as much as possible. You know where the advantage for each lies. At the right moment, use it!

Backed up.

If your opponent backs your boxer against the ropes, don't panic. Dodge up and down. Sneak in a counterpunch as soon as his arm goes down. There's nothing like a surprise!



Knockdown!

Keep your eye on the Daze Indicator. If it shows all black, your fighter is heavily dazed and in trouble. The crowd begins to chant. If your fighter gets hit hard again, he goes down. Your opponent returns to his corner while the referee starts his count.

Round and round.

In HEAD-TO-HEAD™ ROCKY™, your fighters box for ten full rounds. Try to win each round by as many points as possible. Keep your lead. At the end of the last round, the theme song plays for the champ. Will it be you?

Special Pause Feature

Press * during a game to pause. Press * on the **same controller** again to return to the game at the point where you stopped.

Starting over.

At the end of a game, press * to replay the ROCKY Game Option that you have been playing. Press # to return to the Game Option screen to select another challenge.

Reset.

The Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

BOXER HITS	POINTS
Opponent's Guard	1
Body	2
Head	2

Each knockdown scores 10 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to start playing ROCKY™, but it's only the beginning! You will find that this cartridge is full of special features that make ROCKY™ exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on

Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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